



Application No. : 09/901,240

**VERSION WITH MARKINGS TO SHOW CHANGES MADE**

**In the specification:**

The paragraph beginning at page 4, line 12, has been amended as follows:

It is also an object ~~of the~~ to provide areas of resource collection that dimensionally, qualitatively, and/or quantitatively are responsive to overlapping areas of influence that may be cooperative or conflicting.

The paragraph beginning at page 11, line 19, has been amended as follows:

Further, while this particular embodiment includes zones identifying resources, the actual areas of influence 121-123 from which resources may be collected by the player ~~where~~ were defined by the player's placement of the resource collecting structures 111-113.

**In the claims:**

Claims 1-20 have been amended as follows:

1. (Amended) A method of playing ~~of~~ a game, the method comprising the steps of:  
~~enabling a player to define a first area within a map, the map being utilized in~~ defining, in  
direct response to a playing of a game, boundaries of an area, the boundaries not being drawn in  
advance of the playing of the game; and

~~enabling the player to acquire~~ an acquisition of resources from the first area, an amount of  
resources that may be acquired being responsive to ~~a dimensions~~ the boundaries of the area;

~~enabling the player to define a second area within the map; and~~

~~enabling the player to utilize resources acquired from the second area.~~

2. (Amended) The method of claim 1, wherein ~~at least one of the first area and the second~~  
~~area is~~ the boundaries of the area define a volume.

3. (Amended) The method of claim 1, ~~wherein the first area is dimensionally different~~  
~~from the second area~~ further comprising the step of defining boundaries of a second area, the  
boundaries of the second area overlapping a portion of a first defined area.

4. (Amended) The method of claim 1, further comprising the step of defining boundaries  
of a second area overlapping a portion of a first defined area; and wherein the first area and the  
second area differ with respect to a degree of influence over an amount of resources that may be  
acquired.

5. (Amended) The method of claim 1, wherein the amount of resources that may be  
acquired is further responsive to ~~a magnitude of~~ a means for acquiring the acquisition of resources.

6. (Amended) The method of claim 1, wherein the amount of resources that may be acquired is further responsive to a distance to a means for ~~acquiring~~ the acquisition of resources.

7. (Amended) The method of claim 1, wherein the amount of resources that may be acquired is further responsive to a distance to, and a magnitude of, a means for ~~acquiring~~ the acquisition of resources.

8. (Amended) The method of claim 1, further comprising the step of defining boundaries of a second area overlapping wherein the second area overlaps a portion of ~~the first~~ a first defined area; and wherein the overlapped portion has an effect on a rate at which resources may be acquired ~~by the player~~ from the overlapped portion.

9. (Amended) The method of claim 1, further comprising the step of defining boundaries of a second area overlapping wherein the second area overlaps a portion of ~~the first~~ a first defined area; and wherein the overlapped portion has an effect on a total quantity of resources that may be acquired ~~by the player~~ from the overlapped portion.

10. (Amended) The method of claim 1, wherein ~~the map comprises a plurality of fields the area covers~~ at least a portion of one of a plurality of resource zones having different densities of resources.

11. (Amended) The method of claim 1, wherein ~~the map comprises a field the area covers~~ at least a portion of one of a plurality of resource zones having qualitatively different resources.

12. (Amended) A method of playing of a game, the method comprising the steps of:  
~~enabling a first player to define a first area within a map, the map being utilized in defining,~~  
in direct response to a playing of a game, boundaries of a first area, the boundaries not being drawn in advance of the playing of the game, the first area comprising resources which may be acquired;  
~~enabling a second player to define a second area within the map, the defining boundaries of~~  
a second area overlapping at least a portion of the first area;  
~~impacting an acquisition, by the first player, of resources from the portion of the first area being overlapped by the second area; and~~  
enabling the first player to acquire an acquisition of resources from a portion of the first area not being overlapped by the second area; ~~and~~  
enabling the first player to utilize the acquired resources in the playing of the game.

13. (Amended) The method of claim 12, wherein the impacting of an acquisition of resources reduces a rate that resources may be acquired, ~~by the first player,~~ from the portion of the first area being overlapped by the second area.

14. (Amended) The method of claim 12, wherein the impacting of an acquisition of resources prevents the ~~first player from acquiring~~ acquisition of resources from the portion of the first area being overlapped by the second area.

15. (Amended) The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a means utilized ~~by the first player~~ to define the first

area to a means utilized ~~by the second player~~ to define the second area.

16. (Amended) The method of claim 12, wherein the impacting of an acquisition of resources is responsive to a comparison of a capability ~~of the first player~~ to acquire resources from the first area to a capability ~~of the second player~~ to acquire resources from the second area.

17. (Amended) A method of playing ~~of a game~~, the method comprising the steps of:  
~~enabling a first player to define a first area within a map, the map being utilized in defining,~~  
in direct response to a playing of a game, boundaries of a first area, the boundaries not being drawn  
in advance of the playing of the game, the first area covering at least a portion of one of a plurality  
of resource zones the map comprising a field from which resources may be acquired, the first area  
overlapping at least a portion of the field, the overlapped portion of the field the covered portion  
defining a potential resource collection area;

~~enabling a second player to define a second area within the map, the~~ defining a second area  
overlapping at least a portion of the potential resource collection area;

impacting an acquisition, ~~by the first player~~, of resources from the portion of the potential  
resource collection area being overlapped by the second area; and

~~enabling the first player to acquire~~ an acquisition of resources from a portion of the  
potential resource collection area not being overlapped by the second area; and

~~enabling the first player to utilize the acquired resources in the playing of the game.~~

18. (Amended) The method of claim 17, wherein the impacting of an acquisition of  
resources reduces a rate that resources may be acquired, ~~by the first player~~, from the portion of the  
potential resource collection area being overlapped by the second area.

19. (Amended) The method of claim 17, wherein the impacting of an acquisition of  
resources prevents the ~~first player from acquiring~~ acquisition of resources from the portion of the  
potential resource collection area being overlapped by the second area.

20. (Amended) The method of claim 17, wherein the impacting of an acquisition of  
resources is responsive to a comparison of a capability ~~of the first player~~ to acquire resources from  
the first area to a capability ~~of the second player~~ to acquire resources from the second area.